RED CARD 2003™

Instruction Manual

MIDWAY SPORTS

WARNING

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not licensed for this game may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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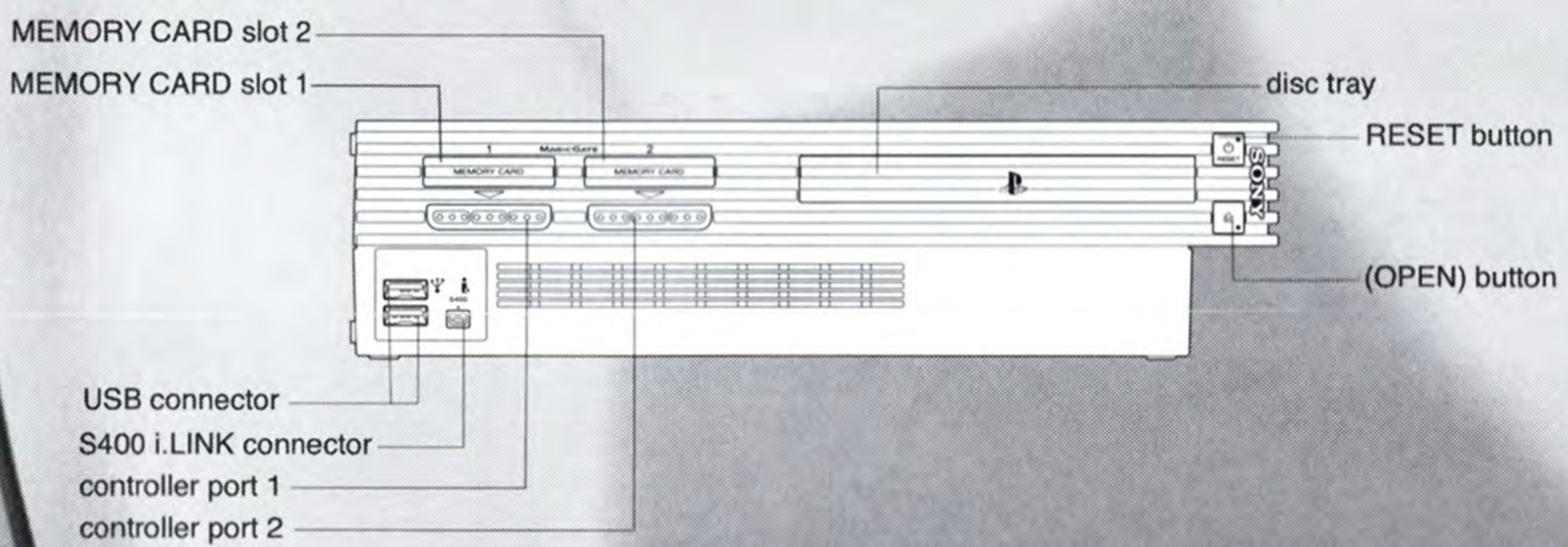
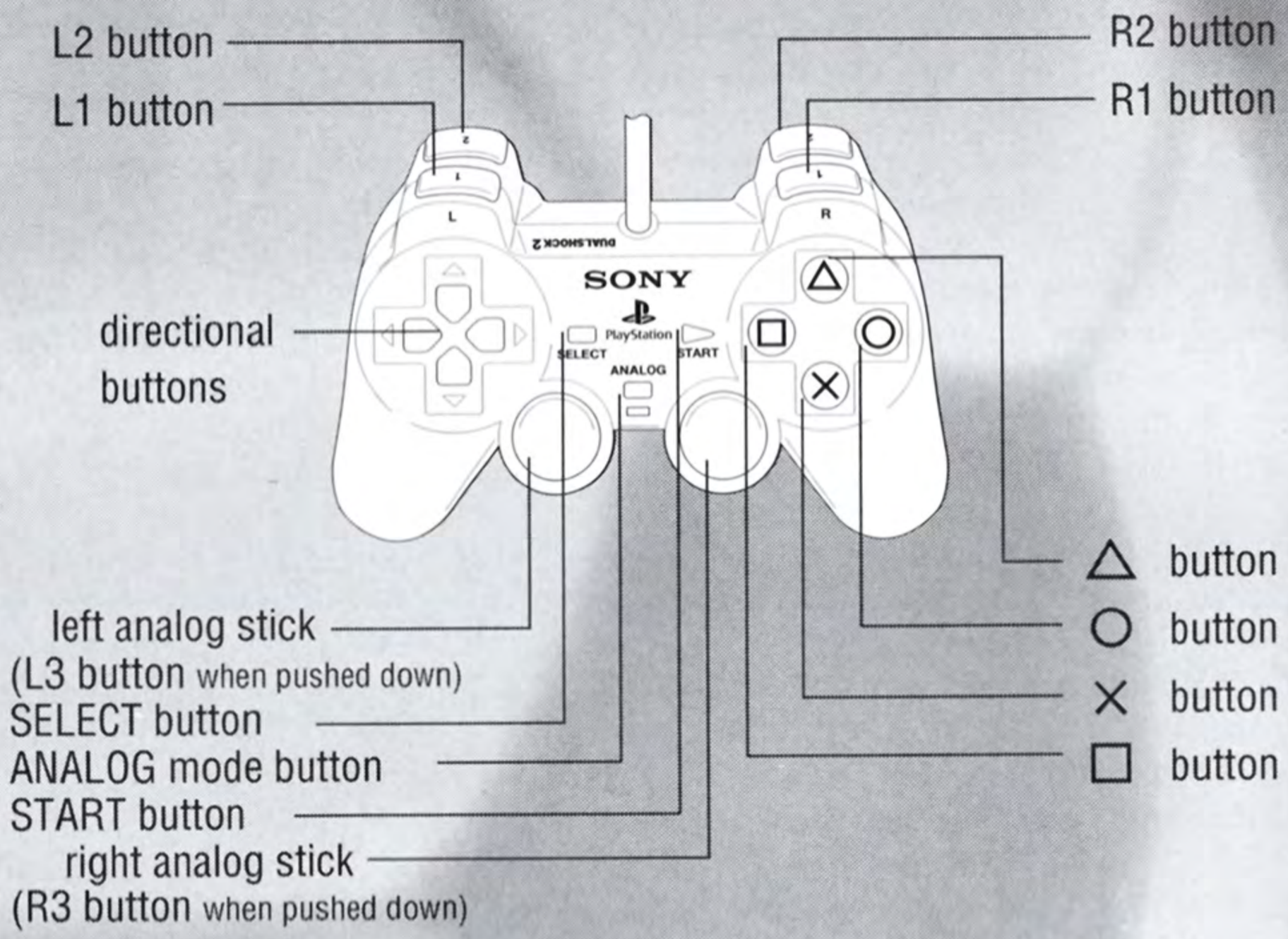
GETTING STARTED

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the (Red Card 20-03™) disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Take a moment to familiarize yourself with the button layout of your DUALSHOCK®2 analog controller. These buttons will be referred to throughout this Instruction Manual. Please see the following pages for the default game controls as well as how to navigate through the game's menus.

MOVES - OFFENSE

Red Card 20-03™ features a wide variety of moves a player can perform. The next few pages of this manual will explain what buttons to press and what will happen when you do.

MOVES ON OFFENSE

Left analog stick:

- Move player and chooses your intended receiver.

R2 button + left analog stick:

- Move player faster until the Turbo meter expires at which point the fielder will become tired, so keep your eye on the meter!
- You can change your player's direction but only by 22 degrees at a time. This simulates less control since you're running faster.

NOTE: If you bump into an opponent you will more than likely trip-up and stumble with the potential that you may lose the ball.

DOUBLE-TAP (press twice quickly) R2 button:

- Much faster than a turbo run, the fielder cannot change direction until the burst is complete. You cannot hurdle, juke, pass or shoot during a boost run. If the fielder makes contact with an opponent, they flail.
- During the boost run you are less likely to lose the ball from a tackle.

Right analog stick:

- Alternate shoot - another method of shooting is to quickly flick the right analog stick in the direction (relative to the net, i.e. flick upper-left and the fielder shoots to the upper-left of the net) you wish to kick the ball.
- All shots have a 35-yard limit, farther than that, they won't reach the goal with any speed (thus, not a threat to the goalkeeper).

NOTE: The shot accuracy decreases with distance even within the 35-yard limit. For example, if you shoot from 20 yards away and you choose to shoot upper-left of the net, your shot will head in that general direction but it could hit net-poles or miss the net completely.

△ button:

- Thru-passes: this is a type of pass where the receiver, upon pressing the thru-pass button, continues to run toward the goal (if the receiver isn't heading toward the goal, they will automatically begin to).
- Thru-passes are also the fastest of the three passes, but they have the highest probability of interception due to the longer distance the ball has to travel.
- If you're not the ball handler, the pass buttons become an Aggressive Tackle (explained in the Defensive section).
- During a ground-pass: then a one-touch thru-pass is performed.

NOTE: The left analog stick must be pressed in the direction of the desired receiver at the same time you press the pass button.

MOVES - OFFENSE

● button:
- **Lob pass - the intended receiver (isn't highlighted) is the furthest eligible receiver within a 38-yard line of sight of the ball handler.**
- **Lob passes take more time, but the chances of interception are far less than a normal pass.**
- **During lob pass: pressing the ● button during a lob pass has the intended receiver perform a one-touch lob pass to another fielder on the team. This "new" intended receiver can be selected by pressing the left analog stick in the general direction of the desired intended receiver.**
- **In the flank area of the field: auto center-pass to an area roughly in the center of the goal box.**

NOTE: The left analog stick must be pressed at the same time as the lob pass is performed, but it doesn't affect center/cross passes.

R2 button + ● button:
- **The fielder will perform a thru-lob-pass to the most open receiver within 35 yards. This leading lob pass is a powerful offensive tool, if used correctly. This move uses up 2 bars in the 1-2-3-4 Meter.**

◉ button:
- **Shoot ball: If you're the ball handler, then a regular shot is executed. The maximum shooting range is 35 yards from the goal, 27 yards with any accuracy at all. Any further than that, the ball will hit the ground before reaching the net.**
- **During cross pass: pressing the ◉ button will have the closest fielder on your team run to intercept the ball in its path and perform an auto in-air shot on the goal (one-touch shot). This shot can be aimed up until the ball is shot by using the right analog stick.**

NOTE: The farther you're away from the goal, the more likely your shot will be off target. It's possible you may even miss the net entirely.

L2 button + ◉ button:
- **This performs a very fast, uncontrollable, direct shot at the goal. This shot cannot be diverted by hitting other fielders (they'll fall down), so it's guaranteed to reach the goal as long as you shoot from less than 35 yards away from the goal.**
- **The goalkeeper will be knocked down and absorb energy from the ball, which could cause the keeper to fly into the goal holding the ball, awarding a goal.**
- **A boost shot uses 3 bars of the 1-2-3-4 Meter.**

HINT: There is a super boost shot which uses all 4 bars of the 1-2-3-4 Meter!

MOVES - OFFENSE

⊗ button

- **Ground pass: when you have the ball, a ground pass is performed to the currently highlighted intended receiver. Passes have a 2-yard minimum and a 25-yard maximum range. Thus, the highlighted receiver may not always be exactly who you're pointing at.**
- **Pressing the ⊗ button during any pass type: causes the intended receiver to perform a one-touch pass to the receiver selected, using the left analog stick at the time of the button press.**
- **If you don't have possession of the ball: pressing the ⊗ button will change which fielder you control. The CPU will pick the optimal next fielder based on many factors...ball location, player locations, etc.**

NOTE: The ground passes are less likely to be intercepted than a thru-pass.

L2 button + ⊗ button

- **Smart pass: This performs a "Smart Pass." A smart pass is whereby the CPU selects the best receiver independent of your current intended receiver. The "best" receiver is chosen on many attributes. A few of which are distance to the goal, whether they are open or not, etc. The smart pass is also a faster pass and has less chance of being intercepted. A smart pass uses 1 bar on the 1-2-3-4 Meter.**

SELECT button

- **Change to 1 of 4 different formations. Formation changes are used to give a team an offensive or defensive aggressiveness.**

START button

- **Pause game. This also brings up the game's Pause Menu. The Pause Menu is navigated in the same way as the game's Options Menu (see Pages 14-17 for more information).**

R1 button

- **Juke or Shimmy: pressing the R1 button while the fielder you're controlling has the ball, has the fielder perform a juke (fake) move. Jukes are effective for avoiding aggressive tackles and stomps. However, a juke is extremely ineffective against slide tackles.**

L2 button

BOOST: pressing this button in conjunction with others has the fielder perform "over the top" versions of the regular moves. Each time a BOOST move is used, some amount of the 1-2-3-4 Meter is used up. Boost levels replenish themselves over time, but very slowly.

NOTE: The 1-2-3-4 Meter represents the Boost level of the ENTIRE TEAM, so use it wisely!

MOVES - OFFENSE

L1 button

- **Hurdle: pressing the L1 button while you have the ball allows you to leap into the air, while still maintaining control of the ball.**
- **During the hurdle, you are unable to perform any other actions.**
- **Hurdles are meant to be an evading move. They are effective for avoiding slide tackles, but very ineffective against aggressive tackles and stomps.**

L2 button + L1 button

- **This performs a specific hurdle in which the fielder leaps much higher and evades everything. This move is a key in obtaining more opportunities to shoot on goal. A boost hurdle uses 2 bars of the team's 1-2-3-4 Meter.**

R2 button

- **TURBO: this button by itself increases the fielder's speed without making them tired.**
- **The on-screen turbo bar shows the level of turbo.**
- **Once depleted, the fielder will become tired and won't be able to run fast for some time.**

NOTE: Each fielder has their own amount of turbo, so if you pass to another fielder, they will have more or less turbo depending on previous actions. Drones (CPU-controlled players) do not use up turbo.

THROW IN BALL

When the ball is placed out of bounds or out of play, press the ⊗ button to throw the ball back into play.

GOALKEEPER CONTROLS

LEAVING THE NET

During a game, press and hold the L1 button to pull the goalkeeper out of the net and attempt to cut down the shot on goal. Release the L1 button and the goalkeeper will return back to the net.

PUTTING THE BALL INTO PLAY

After retrieving the ball, the goalkeeper can put the ball back into play two different ways. Press the ◎ button to punt the ball down the field. Press the △ button to throw the ball to a selected player. Finally, you can press the ⊗ button to change which player the keeper will throw the ball to.

MOVES - DEFENSE

MOVES ON DEFENSE

Left analog stick:
Controls the currently selected player.

R2 button + left analog stick:

- **Move player faster until the turbo meter expires at which point the fielder will become tired, so keep an eye on the meter!**
- **There are no direction restrictions, so if a player wants to turn left, it will happen immediately.**

DOUBLE-TAP (press twice quickly) R2 button:

- **Fielders run much faster than turbo run for about 3 seconds. Fielders CAN change direction while the burst is happening and can also perform all other defensive actions such as tackles, during the boost run.**

△ button:

- **Pressing the △ button performs an aggressive tackle. Aggressive tackles are pushes, elbows, etc.**
- **If the move connects, the fielder with whom you made contact is very likely to cough-up the ball and fall to the ground.**

NOTE: These moves are not auto-aimed, so make sure you are facing in the right direction before performing the move.

R2 button + △ button:

- **The player performs an "over the top" aggressive tackle. These include drop kicks and hard kicks to the head or back. These moves are auto-aimed from a maximum distance of 5 yards away.**
- **When they connect with the ball handler, the ball handler always turns over the ball, falls down and will stay down on the ground in pain for some time. There is a slight chance a penalty will be called and the fielder could be yellow or red carded.**

NOTE: This move is an extremely powerful defensive move. When executed correctly, there is the potential to injure an opposing player, causing an imbalance in your favor. These moves CAN be avoided by JUKING. A boost tackle will use 1 bar of the team's 1-2-3-4 Meter.

□ button:

- **Stomps - pressing the □ button when you're within 5 yards of the ball handler will cause the fielder to perform a random stomp move auto-aimed at the ball handler.**
- **As long as the ball handler doesn't evade you, your chances are likely to cause the ball handler to cough-up the ball.**
- **Stomps can be evaded by JUKING and a slight chance by hurdling.**

MOVES - DEFENSE

L2 button + ▣ button:
- **Aggressive head butt. This move will use 1 bar of the team's 1-2-3-4 Meter.**

◉ button:
- **Slide tackles - pressing the ◉ button when you're within 5 yards of the ball handler will cause the fielder to perform a random slide tackle move auto-aimed at the ball handler.**
- **As long as the ball handler doesn't evade you, your chances are fairly good that you can cause the ball handler to lose control of the ball. This is a larger move, but more accurate than a stomp. However, you will not gain control of your fielder as quickly as you would with a stomp move.**

NOTE: If you're not in range of the ball handler, then the slide tackle is auto-aimed at either the intended receiver or just the closest fielder.

L2 button + ◉ button:
- **Performs an "over the top" slide tackle.**
- **This move is faster, more accurate and more successful than a normal slide tackle.**
- **This move will use 2 bars of the 1-2-3-4 Meter.**

NOTE: Although this move is stronger than a normal slide tackle, less fouls will be called when using a normal slide tackle. Also, you will regain control a lot quicker when using a normal slide tackle.

⊗ button:
- **Change player - pressing the ⊗ button will have the CPU toggle between the two "best" fielders given the current state of the game. The CPU favors fielders closer to the goal, in the line-of-sight of the ball handler.**

SELECT button:
- **Change to 1 of 4 different formations. This can select from an offensive or defensive formation, depending on your strategy.**

START button:
- **Pause game. This also brings up the game's Pause Menu. The Pause Menu is navigated in the same way as the game's Options Menu (see Pages 14-17 for more information).**

MOVES - DEFENSE

L2 button:

- **BOOST - pressing the L2 button in conjunction with others has the fielder perform "over the top" versions of the regular move.**
- **Each time a BOOST move is called up, some amount of the team's 1-2-3-4 Meter is used up. Boost levels regain over time, but very slowly.**

R1 button:

- **STEAL - pressing the R1 button while a ball is in flight from a pass has the fielder perform an attempt to steal the ball. In the case of a lob pass, the fielder will try to intercept the ball via a header.**

NOTE: Accurate timing is critical. During a center-pass, pressing the R1 button causes the fielder to jump for the ball and clear it away from the goal.

R2 button:

- **TURBO: this button by itself increases the fielder's speed without making them tired.**
- **The on-screen turbo bar shows the level of turbo.**
- **Once depleted, the fielder will become tired and won't be able to run fast for some time.**

NOTE: Each fielder has their own amount of turbo, so if you pass to another fielder, they will have more or less turbo depending on previous actions. Drones (CPU-controlled players) do not use up turbo.

MAIN MENU

At the game's Title Screen, press the START button to access the game's Main Menu. This is where you will be able to select game modes to play, change some of the game's options, customize a team and access saved data. To access a sub-menu, highlight the sub-menu and press the ⊗ button.

FRIENDLY PLAY

This is basically an "arcade mode" style of gameplay. Select to play at Home or Away, then select your team. After that, you're ready to begin playing.

ADVANCED PLAY

There are three modes of play in this sub-menu. For more information, see Page 17.

CUSTOMIZE TEAM

This sub-menu allows you to customize a nation to make a new team or edit an existing one. More details are available on Pages 21-22.

OPTIONS

The Options sub-menu is where you can change a wide variety of settings in the game. See Pages 14-17 for a description of each option you can adjust in the game.

LOAD/SAVE

This sub-menu is where you will access saved data via your Memory Card (8MB) (for PlayStation®2), provided you have one inserted in MEMORY CARD slot 1. In the Memory Card Menu, you can create new profiles and view the contents of that profile. This allows you to view what game data you've saved as well as what's on that data!

OPTIONS MENU

The Options Menu contains five sub-menus of options you can adjust. To adjust an option, highlight the option using the left analog stick or directional buttons. Next, press left or right to adjust or change the option. After you have made your desired changes, press the ⊗ button to activate your new settings and return to the Options Menu. To return to the Options Menu without activating your changes, press the △ button.

GAME OPTIONS

These options control the settings in the game itself.

LANGUAGE

This sets the language of the text on-screen. Please note that it will NOT change the language being spoken by the game's announcers. You can select from English, Español, Français, Italiano and Deutsch.

CPU SKILL

This sets the difficulty level of the AI (or computer-controlled) opponents. There are four skill settings to choose from.

HALF LENGTH

You can set each half of the game to be either 3, 5, 8 or 15 minutes in length.

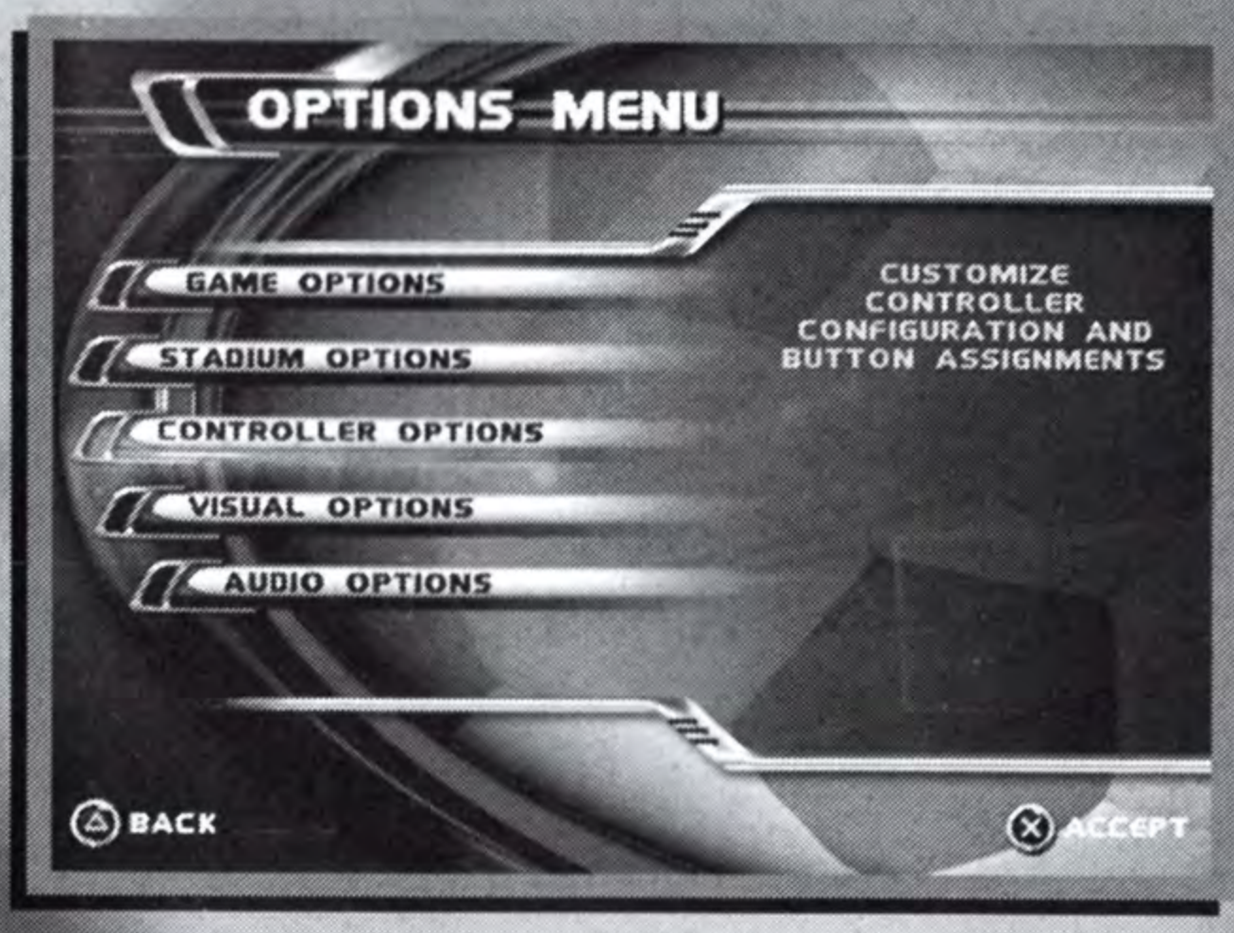
REFEREE STRICTNESS

With this option, you can determine whether the officials will be tolerant of penalties or very strict when calling them.

The following option can be turned ON or OFF depending on what you prefer the setting to be.

VIBRATION

This controls the vibration function of your controller.



OPTIONS MENU

STADIUM OPTIONS

The Stadium Options sub-menu allows you to adjust settings associated with a stadium such as location, time of day and even weather settings.

STADIUM

Choose which stadium you wish to use. There are 12 unique stadiums to play in.

TIME OF DAY

Choose to play a game in three different times of day; DAY, DUSK and NIGHT. Remember that the stadium will appear differently depending on the time of day you select.

WEATHER

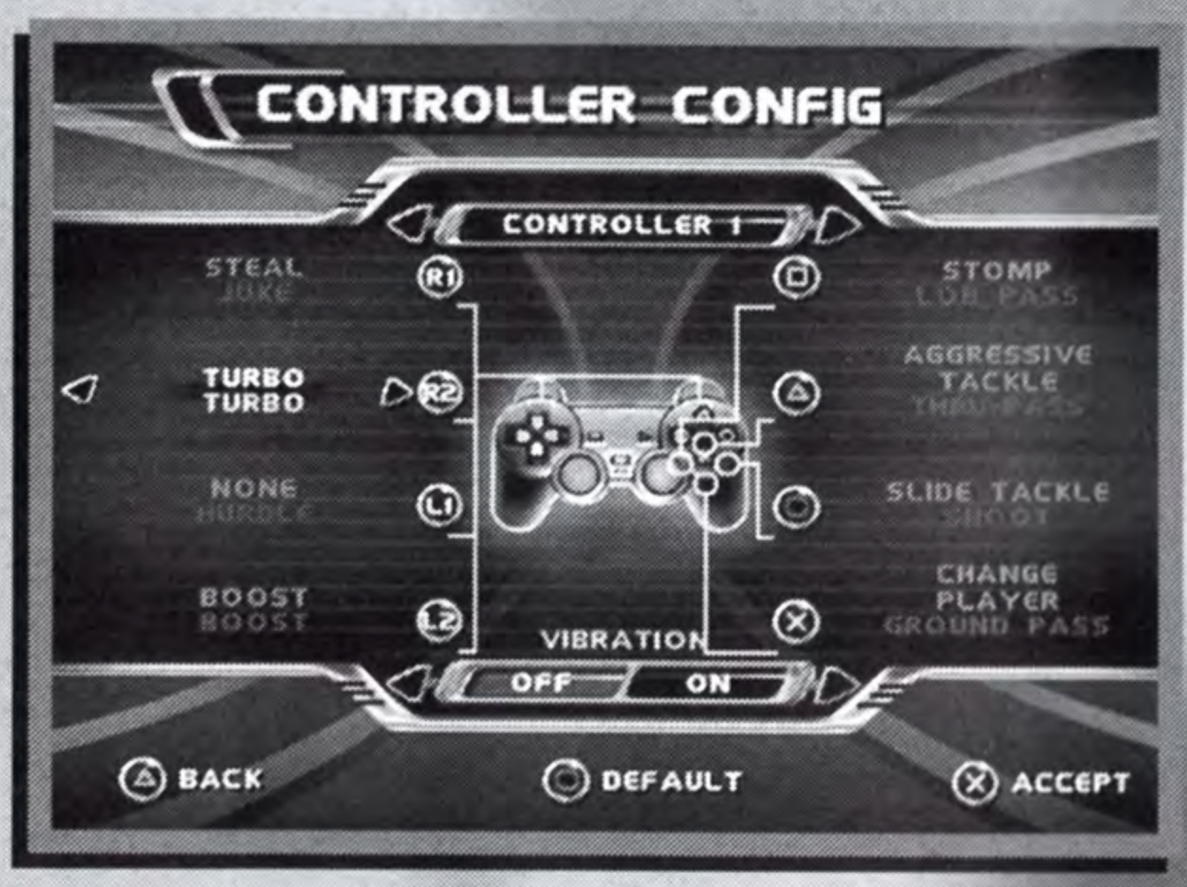
Control the weather of the stadium you're playing in. There are three settings for weather, too; CLEAR, RAIN and SNOW are your choices.

CONTROLLER OPTIONS

This option allows you to configure your controller to the way you want it. Select the action to be adjusted by pressing Up or Down to select the controller button. Next, press the ⊗ button to highlight the action associated with the selected button. Press Left or Right on the Left analog stick or directional buttons to select a new action.

When you've adjusted the Controller Configuration, press the △ button. You will be asked if you wish to save the controller settings you've just created. Select YES or NO and press the ⊗ button.

To return to the default controller configuration, select DEFAULT SETTINGS and press the ⊗ button.



OPTIONS MENU

VISUAL OPTIONS

The Visual Options sub-menu is where you can adjust some of the visual features in the game.

CAMERA

This setting determines what camera the game will be seen from. There are 5 different cameras to choose from! Some are close to the players, while others allow you to see nearly the entire field! Try each camera out to find the one that you like the most.

AUTO REPLAY

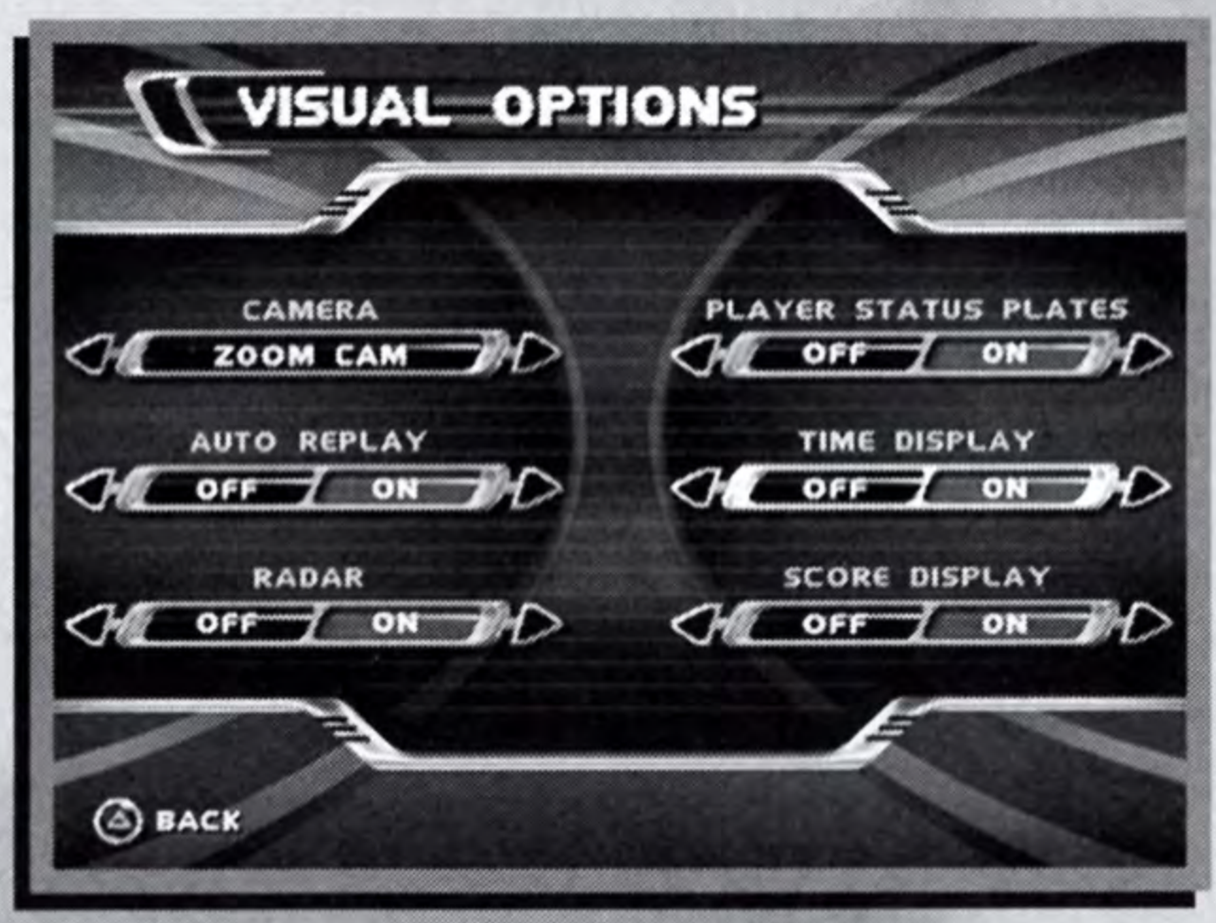
Want to see that goal again? This option will turn the Auto Replay feature ON or OFF.

TIME DISPLAY

This setting controls whether you will be able to see the remaining time in the half or not.

SCORE DISPLAY

Like the Time Display setting, this will determine whether or not you can view the score.



RADAR

With this setting ON, a small radar can be viewed during the game, showing player locations on the field. With the setting OFF, the radar screen will not be displayed.

PLAYER STATUS BAR

This bar shows the name of the highlighted player as well as how much Turbo remains for that player. This option can be turned ON or OFF.

PLAYER NAMES

The Player Names option determines whether or not you will be able to view the player names during the game. This option can be turned ON or OFF.

OPTIONS MENU

AUDIO OPTIONS

The Audio Options sub-menu controls the volume of the audio features in the game. Below are the audio features and a description of each of them.

To adjust an Audio Option, press Up or Down on the Left analog stick or directional buttons to highlight the option you wish to change. Next, press Left or Right on the Left analog stick or directional buttons to adjust the option. After you have made your adjustments, press the △ button to go back to the Options Menu. You will be asked if you want to save your changes. Select YES or NO and press the ✕ button to make your decision.

COMMENTARY LANGUAGE

This option controls the language spoken by the game's announcers. There are 5 languages (English, French, Italian, German & Spanish) you can choose from. Press Left or Right on the Left analog stick or directional buttons to toggle the language choices.

MASTER VOLUME

This option controls the volume of the game itself. This includes sound effects, background music and even the commentary. Press Left or Right on the Left analog stick or directional buttons to lower or raise the volume.

COMMENTARY VOLUME

The Commentary Volume option sets the volume of the announcers in the game without adjusting the Master Volume. Press Left or Right on the Left analog stick or directional buttons to lower or raise the volume.

ADVANCED PLAY

Select ADVANCED PLAY from the Main Menu and press the ⊗ button. There are three challenging game modes available to you in the Advanced Play sub-menu.

WORLD CONQUEST

This game mode allows you to select a team and play an entire season on your quest to conquer the world. World Conquest is a long and challenging game mode to play, but if you're good enough, you can conquer the world and unlock secret venues and teams.

NOTE: It is HIGHLY recommended that you have a memory card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1 during gameplay. This will save your progress and allow you to continue from your previously saved game. If you do not have a memory card available, your progress will NOT be saved.

FINALS MODE

Instead of playing an entire season, you can jump straight to the finals (or playoffs) with this mode. Pick a team and try to get to the World Finals championship match. Remember that if you lose only once, you will be out of the finals!

TOURNAMENT MODE

This mode allows you to set up a tournament to compete in. Multiple players can participate, but only one will be determined the winner at the end!

WORLD CONQUEST

The object of World Conquest Mode is to successfully beat a set number of teams in order to qualify for the World Finals. In order to qualify for the World Finals, you'll have to win a certain amount of games. Your path to victory will take you around the world playing against some of the toughest teams there are. In the background you'll see a map of the world. On this map, continents will display different colors based on your progress. Continents labled in black are continents remaining to be played. Continents in green are ones that you've played on (and hopefully beaten). If the continent is displayed in red, then that is the continent on which you'll be playing for your next match.

NEW CONQUEST

This allows you to create a new conquest by selecting a team. You may choose from every team available, but you cannot switch teams during a conquest. In other words, pick a team that you'll want to keep playing with, otherwise you'll have to start all over with a new one.

PLAY

When you select PLAY and press the ⊗ button, you will begin your next match. Check out the world map in the background to see what continent you'll be playing on.

CONQUEST STATS

The Conquest Stats screen displays the continents you have to play as well as your progress in playing them. Each continent contains a specific number of games you have to play. These games are listed as Games Remaining and Games Completed.

FINALS MODE

Finals Mode allows you to pick a team and play an entire season in hopes that you'll eventually win the World Finals. Playing an entire season can be long, so it is HIGHLY recommended that you use a Memory Card (8MB)(for PlayStation@2) before proceeding. When you're ready to begin your quest for the cup, highlight Finals Mode at the Advanced Play Menu and press the ⊗ button to continue.

NEW SEASON

This sub-menu is where you'll pick your team that you want to play a season with. Press Left or Right on the Left analog stick or directional buttons to toggle the teams. When you've found the one you want to use, press the ⊗ button.

PLAY

When you've picked your team and you're ready to begin or continue your season, highlight this menu bar and press the ⊗ button.

SEASON INFO

All of the information you'll need about your season can be found here. You can view your statistics, schedule and your standings in the season. Highlight this menu bar and press the ⊗ button to continue.

SCHEDULE

Here you can view the Match or Team schedules for the season. When viewing the Match Schedules, you will see the scheduled matches for each of the 8 groups. In addition to the group matches, you will be able to see the schedule of games leading up to the finals.

When viewing the Team Schedule, you will be able to see a specific team's schedule. Press Left or Right on the Left analog stick or directional buttons to toggle the teams. The selected team's schedule will be displayed along with information such as the group that the team belongs to, dates of the matches and the venues of the matches.

STANDINGS

The Group Standings Menu displays each of the 8 groups' standings. Each group contains 4 teams. Wins, Losses, Ties and Points of each team are displayed. The Group Standings Menu will list the groups in order from 1 (group leading team) to 4 (lowest ranking in group).

TOURNAMENT MODE

Tournament Mode allows you and a few friends to set up your own tournament with up to 16 teams! Highlight TOURNAMENT MODE from the Advanced Play Menu and press the ⊗ button to begin.

If you're beginning a tournament for the first time or are setting up a new tournament, highlight NEW TOURNAMENT from the Tournament Mode Menu and press the ⊗ button.

When beginning a new tournament, you will first have to determine how many players will be competing. At the top of the screen, select from 1-4 players. Next, each player will be able to choose their team. Finally, you will determine the number of teams competing in this tournament (you can select from 4, 8 or 16 teams).

NOTE: In order to play a 2, 3 or 4-Player Tournament, you will need to use a two DUALSHOCK®2 analog controllers.

Once you have set up your tournament, highlight PLAY from the Tournament Mode Menu and press the ⊗ button to view the Tournament Ladder. The Tournament Ladder will display the matches of the tournament (in random order). If you have more than 4 teams participating, press Down on the Left analog stick or directional buttons to view the entire Tournament Ladder. Although 4 players can compete, only 4 teams can be controlled. If you select 8 or 16 teams to be in the tournament, the CPU will control and select the other teams. When you're ready to begin playing, press the ⊗ button. You will be asked to choose a match to play. After you have selected the match, press the ⊗ button to start the games.

Keep in mind that Tournament Mode games are a "elimination" style of playing. If you lose the game, you lose the tournament. So you must win every game if you want to win the tournament.

CUSTOMIZE TEAM

A cool feature of this game is the ability to create your own team with your own players. To do this, you'll have to edit one of the existing teams first. Keep in mind that you'll need a Memory Card (8MB)(for PlayStation®2) to save your team data. Select CUSTOMIZE TEAM from the Main Menu and press the ⊗ button to begin.

If you have not done so already, you must create a profile on your Memory Card. When you have allocated the space on your Memory Card, highlight CREATE TEAM and press the ⊗ button. Next, you will have to import a team. Press Left or Right on the Left analog stick or directional buttons to toggle each team. When you've found the team you want to use, press the ⊗ button to view the Edit Team screen. To navigate the Edit Team screen, press Down on the Left analog stick or directional buttons to edit each section.

EDITING PLAYERS

Press Left or Right on the Left analog stick or directional buttons to view each player. If you want to edit a specific player, highlight them and perform one of the following:

▣ button : This will allow you to rename your player. To rename a player, press Left on the Left analog stick or directional buttons to move back a space. Press Up or Down to change the letter. Press Right to move ahead a space. When you have successfully changed the player name, press the ⊗ button again to lock in your change and return to the Edit Team screen.

◉ button: When you have highlighted a player, press the ◉ button to substitute another player in that position. After pressing the ◉ button, press Left or Right on the Left analog stick or directional buttons to view each player you can substitute. When you have substituted the player, press the ⊗ button to confirm your change and go back to the Edit Team screen. If you do not want to substitute a player after pressing the ◉ button, press the △ button to go back without making the change.

When you're done editing your team's players, press Down on the Left analog stick or directional buttons to go to the NUMBER section of the Edit Team screen.

EDITING PLAYER NUMBERS

Editing a player number is easy. Highlight the Number section of the Edit Team screen and press Left or Right to cycle through each available player number. When you've found the number that you want to assign to a specific player, press Down on the Left analog stick or directional buttons to edit your custom player's attributes.

CUSTOMIZE TEAM

EDITING TEAM ATTRIBUTES

Each team has 5 common attributes. While each attribute is shared by players, the level (or degree) of the attribute is different. You may find that you want to edit a team's attributes to improve them. In order to improve a team's attributes, you'll need to get some points to edit with.

Press Up or Down on the Left analog stick or directional buttons to select a team's attributes. You will notice that each attribute has a series of bars next to them. These are your attribute points. The more attribute points a player has for an attribute, the better they are. The maximum amount of points a player can assign for an attribute is 10 points. The minimum amount of points a player can have is 1 point.

In order to increase a team's attribute points, the team must gain a point. This is accomplished by removing points from team attributes. To remove a point, highlight the attribute to be affected and press Right on the Left analog stick or directional buttons to remove the point. You will notice in the Points Remaining window that you have now earned a point. This point can be added to an attribute (9 points or less) by highlighting the attribute and pressing Left on the Left analog stick or directional buttons.

NOTE: Remember that you can earn points by removing attributes from your team. It's better to have a well-rounded and average team than one with a few great players on it because a team with great players is bound to have a few poor players.

When you're ready to continue, press the ⊗ button to save your data and return to the Customize Team Menu. After you have saved your data, if you wish to edit your custom team, highlight EDIT TEAM from the Customize Team Menu and press the ⊗ button. Next, press Left or Right on the Left analog stick or directional buttons to choose your team to edit and press the ⊗ button again to access your saved team data.

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NOTES

Here's some space to write down any notes or hints you may find about the game. Check out gaming magazines or gaming websites for secret codes, hints and more!

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